120. The method of claim 116, wherein at least one of the rendered two-dimensional images is used to provide a game history.

121. In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of activating an input button modeled in a 3-D gaming environment and displayed on the display device:

generating one or more 3-D object models of input buttons in a 3-D gaming environment used to play a game of chance on the gaming machine;

rendering a two-dimensional image derived from a three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine wherein the three-dimensional object comprises at least a portion of one or more the input buttons modeled in the 3-D gaming environment;

displaying the rendered two-dimensional projection surface to the display device on the gaming machine;

receiving an input signal including at least an input location corresponding to a location on the display device displaying the rendered two-dimensional image;

generating an input line in the 3-D gaming environment using the input location; and

detecting a collision between the input line and at least one of an input button modeled in the 3-D gaming environment.

122. The method of claim 121, further comprising:

comparing 3-D coordinates of the input line in the gaming environment to 3-D coordinates of input buttons modeled in the 3-D gaming environment.

123. The method of claim 121, further comprising:

performing an action specified by an input button corresponding to the received input location.

124. The method of claim 121, further comprising:

activating one or more input buttons modeled in the 3-D gaming environment.

125. The method of claim 124, further comprising:

ignoring a detected collision between the input line and an input button, when the input button is not activated.

126. The method of claim 121, wherein the input signal is generated from a touch screen.

127. The method of claim 121, wherein the input location on the display device corresponds to a cursor location on the display device.

* * * * *